MISSILE COMMAND 3D

JAGUAR

GAME MANUAL
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MISSILE COMMAND 3D

JAGUAR™ 64-Bit Interactive
Multimedia System
Game Manual

Handling this Cartridge

The Atari Jaguar Interactive Multimedia Cartridge is intended
for use exclusively with the Atari Jaguar System.

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other
  source of heat.
- Be sure to take an occasional recess during extended play to
  rest yourself.
- If for any reason your cartridge does not load, or you see only
  a red screen, remove, clean, and reinsert the cartridge. If the
  problem persists, refer to the warranty information included
  with your Jaguar cartridge.

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MISSILE COMMAND

The colonies in trouble! Unknown aliens and foreign countries are trying to protect your cities and take over the world. Your job is to protect your citizens from hostile enemy attacks. Fire-breathing dragons, electric eels and menacing motherships will try to stop you. But you've got missiles, lasers and smart bombs to help off the enemy and keep your cities from becoming alien neighborhoods. Original Missile Command, 3D Missile Command and Virtual Missile Command are all waiting for your help to keep their worlds safe.

1. Insert your *Mobile Command 3D* cartridge into the cartridge slot of your Jaguar 64-bit Interactive Multimedia System.

2. Press the **Power** button

3. To bring up the *Mobile Command 3D* menu, press the **A**, **B** or **C** button at any time during the demo mode. Use **Joypad** up and down to select an option and the **A**, **B** or **C** buttons to choose the option. The Mobile Command 3D cartridge will hold your high scores for all three versions of Mobile Command, as well as your controller preferences and volume levels.

You can read this data to the standard settings using the **Clear Memory** option in the menus.

Joypad

A Button
B Button
C Button

Keypad

STARTING A GAME

From the Main Menu, select either **Virtual** for Virtual Mobile Command, **3D** for 3D Mobile Command or **Original** for Original Mobile Command. If you choose **Virtual** you can select the difficulty level. Choose **Easy** (one level only), **Normal** or **Hard**.

The **Options** menu lets you test the music, change the controls for Virtual Missile Command and clear the cartridge settings.

• Clearing the cartridge settings will reset the high score tables and your control settings to the default.

• Choosing **Virtual Controls** lets you change the game controls for Virtual Missile Command. Highlight the option you want to change and press the A, B or C button to select that control method. Change button controls by selecting **Button Type ▶** The list of buttons at the top of the screen will change to show the currently selected button type. To reverse the up/down controls for rear thrust, choose **Reverse Up/Down**. Any changes you make to the controls will be saved on the cartridge.

At any time during a game, you can press the **Pause** button to pause the game. This will bring up a window showing **PAUSED** and the music and sound effects volume bars. To alter the volumes, press either the **A** button to change the music volume or the **B** button to edit the sound effects volume. You'll be able to hear the changes you make. While the sound is playing, you can use the **Joypad** to change its volume. Press the **A** or **B** button again to stop editing the sound volumes. Pressing the **Option** button at any time during Virtual Missile Command will pause the game and bring up the Control Options Menu. Your new volumes and controls will be saved on the cartridge.

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A foreign nation has launched a missile attack on your country! Take control of the defenses and protect your cities

Gameplay

The aim of Original Missile Command is to use your three missile bases to protect the six cities from waves of missile attacks. Each base has 10 missiles. Enemy missiles appear at the top of the screen and fall towards the cities at the bottom, leaving a trail as they go. Use the joypad to position the cross-hair on the path of a missile, and press the A, B or C button to launch a missile from the right, middle or left base, respectively. Your missiles take a little time to reach their destination, so aim slightly ahead of the attacking missile. Your missile will explode when it reaches its target, and anything that hits the resulting explosion (except your own missiles!) will explode, causing another explosion. Often a missile will split into several other missiles, each aimed at a different target. Other hazards include enemy planes and satellites, which will fly across the screen and fire missiles at your cities and bases

If a city is lost during a wave, it is destroyed. If a base is hit it is out of action and all its ammo is lost until the next wave. With each new attack wave, your bases get all their ammo replaced. When all the enemy's missiles in a wave are destroyed, bonus points are awarded depending on how much ammo and how many cities you have left. At the end of a wave, bonus cities are awarded for every 10,000 points. The game is over when all your cities have been destroyed and you have no bonus cities left!

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Controls

To start a game, press the A, B or C button on the Original Missile Command title screen. The Joypad moves the cross hair around the screen. Pressing the C button will launch a missile from the left base, pressing the A button will launch one from the right base, and pressing the B button will fire one from the center base. The game can be paused at any time by pressing the Pause button. While paused, the volume of music and sound effects can be changed (see Pause Mode).

For enhanced game playing, Original Missile Command can be played over different backgrounds. There are three objects to choose from: a planet console, an arcade cabinet and a TV, as well as just a plain screen. Using the keypad you can move the object that the game is mapped onto. To do this, use the following buttons:

1 / 7	Zoom in/out
3 / 4	Tilt object forwards/backwards
4 / 6	Tilt object right/left
5	Re-center the object
9	Change object

ORIGINAL MISSILE COMMAND

Scoring

Event	Score
For each shot left after a wave	5
Destroying a missile	25
Destroying a plane	100
Destroying a satellite	100
For each ship left after a wave	100
Destroying a smart bomb	125

The points awarded depend on the score multiplier that multiplies your score as follows:

Wave Nos.	Multiplier
1 & 2	1x
3 & 4	2x
5 & 6	3x
7 & 8	4x
9 & 10	5x
11 onwards	6x

Hints and Tips

- Conserve ammo by getting multiple missiles with one shot
- When things get hectic, try a "spread." Simply move the cross hair across the screen, and fire all the missiles from one base. You'll have an impassable curtain of explosions (and a base with little ammo left!)
- The missiles from the middle base are twice as fast as those from the left and right bases, so keep them handy for emergencies.
- Skimpy smart bombs by holding them off with an explosion and then targeting them while the explosion sends them on day
- The longer you leave a smart bomb, the lower it gets and the faster your missiles will reach it, making it easier to judge when to fire
- Look out for the smart bombs on Wave 5 onwards. These will actively avoid explosions, so you need to have a direct hit to destroy them.

3D MISSILE COMMAND

You have led your ship of colonists to a distant solar system to begin life on a new planet. Unfortunately, just as your people completed construction and have begun settling into a daily routine, this new system is invaded by aliens. These aliens, also looking for a place to inhabit, decide that this system is theirs and you and your people need to be exterminated.

With the aliens intent on your destruction, you must lead your colonists in the defence of your new home. Fortunately, your technology is almost as advanced as theirs, and your scientists continue to develop breakthroughs. But even with new weapons becoming available, the alien onslaught continues. Their numbers seem endless, and they are driven to destroy your colony to the last human being.

Gameplay

In 3D Missile Command you must defend your cities and defense bases against aerial bombardment by the alien fleet. To destroy an alien ship or missile, you must position the cross hair in the path of the target and press the A, B or C button to launch a missile from the right, middle or left base. When the missile reaches the targeted space, it, and anything within range, will explode. You can set up chain reactions of explosions and destroy several targets with one defense missile.

When attacks happen in waves. At the end of each wave your efforts and damage are evaluated. The bad news is that any city that was hit is destroyed, and any base that has been hit is out of commission. The good news is that for every 10,000 points you get a bonus city to replace cities that have been destroyed. And defense bases are regenerated and fully-loaded with ammo at the beginning of each wave. The game is over when all cities have been destroyed and no bonus cities are awarded.

Controls

The **joypad** controls the way you are looking. The **A**, **B** and **C** buttons launch a missile from the right, middle and left bases, respectively. Special weapons are released using the left side of the keypad (buttons **1**, **4** or **7**) or the **Option** button, and fired using the right side of the keypad (buttons **3**, **6** or **9**). If you are using the ProController, the **Z** or **L** buttons will change special weapons, and the **X** or **R** buttons will use the special weapon.

Screen Display

In the top two-thirds of the screen is your 3D view from the control center. This contains your target grid (center), your score (top right), and the current wave you are on (top left). In the bottom of the screen is your control panel. This contains (from left to right) an icon representing the current special weapon, the number of this weapon remaining, your radar (with the visible region of the screen marked in blue) and the ammo levels for your defense bases.

Technology and production units

Each city has a technology level that increases as it survives the waves of attack. As the technology level of the city increases, the only begins to look more futuristic, and it also has more production units at its disposal. At the end of a wave, the production units for all the surviving cities are totalled, then applied to repair or upgrade the cities and to manufacture special weapons. Also, the total production units at the end of a wave determine which type of defence missile is produced. Any production units that remain are carried through to the end of the next wave.

Technology Level of City	Production Units Awarded
0-3	1
4-5	2
6-7	4
8+	5

Event	Production Cost
Upgrade a city	2x technology level
Repair a city	3
Cascade	5
Smart bomb	10

Production Units	Missile Type
0-8	Standard missiles
9-16	Turbo missiles
17-23	Fireball missiles
24+	Super missiles

Scoring

Event	
Each shot left after a wave	5
Destroying a missile	25
Destroying a bomber	100
Destroying an asteroid	100
Each city left after a wave	100
Destroying a kamikaze	125
Destroying a robot	125
Splitting an asteroid	200

3D MISSILE COMMAND

The points awarded depend on the score multiplier that multiplies your points as follows.

Wave No.	Multiplier
3 & 4	2x
5 & 6	3x
7 & 8	4x
9 & 10	5x
11 onwards	6x

Hints & Tips

* Since you have a limited field of view, be sure to keep the radar in sight.
* Save up your special weapons and use them to help you get out of sticky situations.
* The cascade special is excellent for taking out a group of enemies. the insert bomb eliminates all enemies on the playfield.
* Learn the strengths and weaknesses of each type of defence missile.
* Watch out for the specials - they do twice as much damage as small ones.
* Enemy bombers like to launch missiles at your cities, so be in range of your cities

VIRTUAL MISSILE COMMAND

The year is 1957. With the invention of the superluminal drive in 2034, the door was opened to interstellar travel, and humankind reached across space to colonise other worlds. One such colony, formed just two years ago, is now under attack from an unknown alien force. These aliens are capable of controlling the gigantic natural creatures of this world and turning them against the colonists. It is your job to protect the colonists and destroy the aliens. These undersea base, the cloud cities and the orbiting space station – and, hopefully, repel the aliens.

Gameplay

The aim of Virtual Missile Command is to protect your six cities from enemy attacks with the three missile bases surrounding the play area. Each of the player's three bases has two forms of attack: a laser (which is weak but will automatically hit anything in the player's sight), and missiles (which take time to reach the target, but can be exploded early to make enemy attacks hit the explosion). The bases

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and the cities can each take three hits by enemy missiles. The game is over when either the player has no cities or bases left. However, you can repair and replace cities and guns using powerups.

Controls

Pressing the **B** button fires your Base's laser. To fire a missile, press the **A** button. To explode it, press the **A** button again while it's in mid air. The **C** button fires a smart bomb (if you have collected one). Use **1 and 3 or 4 and 6** to move between your bases. If you have a ProController you can use the **L and R** buttons to move bases. Tap the button controls are activated from within the Main Menu or by pausing the game and pressing the **Option** button (see Pause Mode).

VIRTUAL MISSILE COMMAND

Enemy Attacks

The enemy attacks come in four basic forms: Missile attacks, attacks by enemy craft (which can fire missiles), Mini Bosses and Main Bosses.

- **Missiles** come from above (except when fired by enemy craft), take just one hit to kill, and can be destroyed by collisions with explosions.

- **Enemy craft** rain come from all sides (depending on the level), and are destroyed by three to five fuser hits or by colliding with an explosion (or a crypt)

- **Mini Bosses** usually have just one form of attack and can take several missile hits to destroy. A missile hit in a vulnerable spot will stop them from firing temporarily. Mini Bosses cannot run onto explosions, so you have to hit them with the missiles.

- **Main Bosses** have a variety of attacks and take multiple missile hits to destroy.

VIRTUAL MISSILE COMMAND

Enemy missiles come in six different varieties.

- **Normal** missiles are the most common. They are white and just move in a straight line towards a single target. Normal missiles can also be fired by enemy craft.

- **MIRVs** also move in a straight line, but can split into several normal missiles, each aimed at a different target.

- **SWARVs** move in a straight line until they come near an explosion or into your sight, when it moves out of harm's way before resuming its course.

- **Bombs** just fall straight down from where they were dropped, and can only come from enemy craft.

- **Rovers** are like normal missiles, but they are only fired by bosses.

- The final type of missile has unknown behaviour, but can be presumed to be similar to the MIRV.

Screen Display

The view is from any of the three missile bases. This changes as you look around. In the middle of the screen is the base's sight. Anything to the right will be hit by the base's laser when it is fired. At the top of the screen, you will see your score (on the left) and the number of smart bombs you have (on the right). At the bottom of the screen there is a box with three bars. This is the ammo for the current base. The top bar represents handguns to the base — the shorter this bar is, the nearer your base is to being destroyed. The middle bar is the laser ammo in the current base. This goes down with use, but if you don't fire for a while in a base, it will slowly start to recharge. The final bar is the amount of missiles left in the base. The only way to replenish this is with a missile ammo powerup.

Powerups

When enemy crafts are destroyed, they will usually leave behind one of six powerups

These are

Laser ammo

Missile ammo

Smart bomb

Repair a city

Repair a gun

Laser upgrade

You start each level with three basic lasers that have four levels of power. The first powerup you get in a base will double your laser firepower. The second will make your lasers fire through other objects. The final powerup will double your laser fire power again (that's 4x fire power). Remember that each base must be powered up separately

Stages of Play

Stage 1 – Undersea Colony

Defend your underwater colony from nearby surface-based attacks. Missiles are the main enemy on this level. Watch out for enemy submarines which will try to dive into your colony domes to destroy them and for the submarines equipped with torpedo launchers!

Stage 2 Boss: Super Submarine

This huge submarine glides through the water and drops bombs when over your cities or bases. Three or four missile hits should easily destroy him.

Stage 2 Boss: Giant Mutated Electric Eel

This gigantic eel is vulnerable only to hits on the head. When this happens, he will turn momentarily red and will be unable to use his electric bolt attack on your bases and cities.

Stage 3 Boss: UFO

Unidentified Floating Object that has to be eliminated to go to the next level.

Stage 2 – Cloud City

The action moves to a city among the clouds, defended by bases perched on mountains. On this level all enemy spaceships are gunning for your pilot. This level also includes MIRV (multi-warhead missiles). These missiles toss different foes the others, and split into several normal missiles. Attacks on this level come from the rise as well as above.

Stage 3 Dragon

You'll run into a double-piloted assault ship, a fire-breathing dragon and a secret Super Boss before you're destroyed.

Stage 3 – Space Station

The final level takes place around a huge space station, which is defended by orbiting gun turrets. The enemy ships will all fire very aggressively. As well as MIRVs, you will encounter SWARM (Intelligent) missiles that will avoid your sights and explosions) and possibly some missiles with unknown characteristics. Attacks come from all sides on this level – even from underneath you!

Stage 3 Bosses

You'll have to discover the bosses and the figure out the best ways to eliminate them and keep your station functioning!

VIRTUAL MISSILE COMMAND

Hints and Tips

- Save your missiles for use against the Bosses, they do more than 10 times the damage of the basic laser. Remember that Bosses can fly through explosions, so you must actually hit the Boss with the missile to damage it.
- Change bases to get better shots at enemies and conserve ammo.
- Before shooting a powerup, make sure that you are in the base that will get the most benefit from it.
- Don't follow an enemy craft around and forget everything else - remember that the missiles are always falling, and that the craft will usually find its way in front of you again!
- Try to save your smart bombs for the stage Bosses, but don't be afraid to use them if things get really hectic (especially on Stage 9).
- Learn to recognise NIRVs at a distance and destroy them before they split.
- If you shoot a MIRV open after it splits, the resulting explosion usually takes out all the missiles that came from it (scoring more points).
- Try to get two laser powerups on one base as soon as possible on Stage 3; it makes the SWIRVs much easier to destroy.

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CREDITS

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The warranty is null and void if the cartridge has been opened and/or any parts were removed or if software or any accessories other than those authorized by Alan are used in connection with this product. Warranty does not cover accidental or intended damage or neglect.

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